A monitor **742** or other type of display device may also be connected to the system bus **708** via an interface, such as a video adapter **744**. In addition to the monitor **742**, other output peripheral devices may include components, such as speakers (not shown) and a printer **746**, which may be connected to computer **702** via the input/output interfaces **740**.

Computer **702** may operate in a networked environment using logical connections to one or more remote computers, such as a remote computing device **748**. By way of example, the remote computing device **748** may be a personal computer, a portable computer, a server, a router, a network computer, a peer device or other common network node, and the like. The remote computing device **748** is illustrated as a portable computer that may include many or all of the elements and features described herein, relative to computer **702**.

Logical connections between computer **702** and the remote computer **748** are depicted as a local area network (LAN) **750** and a general wide area network (WAN) **752**. Such networking environments are commonplace in offices, enterprise-wide computer networks, intranets, and the Internet. Such networking environments may be wired or wireless.

When implemented in a LAN networking environment, the computer **702** is connected to a local network **750** via a network interface or adapter **754**. When implemented in a WAN networking environment, the computer **702** typically includes a modem **756** or other means for establishing communications over the wide network **752**. The modem **756**, which may be internal or external to computer **702**, may be connected to the system bus **708** via the input/output interfaces **740** or other appropriate mechanisms. It is to be appreciated that the illustrated network connections are exemplary and that other means of establishing communication link(s) between the computers **702** and **748** may be employed.

In a networked environment, such as that illustrated with computing environment **700**, program modules depicted, relative to the computer **702** or portions thereof, may be stored in a remote memory storage device. By way of example, remote application programs **758** reside on a memory device of remote computer **748**. For purposes of illustration, application programs and other executable program components, such as the operating system, are illustrated herein as discrete blocks, although it is recognized that such programs and components reside at various times in different storage components of the computing device **702**, and are executed by the data processor(s) of the computer.

Processor-Executable Instructions

An implementation of an exemplary self-describing artifact architecture may be described in the general context of processor-executable instructions, such as program modules, executed by one or more computers or other devices. Generally, program modules include routines, programs, objects, components, data structures, etc. that perform particular tasks or implement particular abstract data types. Typically, the functionality of the program modules may be combined or distributed as desired in various embodiments.

Exemplary Operating Environment

FIG. **7** illustrates an example of a suitable operating environment **700** in which an exemplary self-describing artifact architecture may be implemented. Specifically, the exemplary self-describing artifact architecture(s) described herein may be implemented (wholly or in part) by any program modules **728**-**730** and/or operating system **726** in FIG. **7** or a portion thereof.

The operating environment is only an example of a suitable operating environment and is not intended to suggest any limitation as to the scope or use of functionality of the exemplary self-describing artifact architecture(s) described herein. Other well known computing systems, environments, and/or configurations that are suitable for use include, but are not limited to, personal computers (PCs), server computers, hand-held or laptop devices, multiprocessor systems, microprocessor-based systems, programmable consumer electronics, wireless phones and equipment, general and special-purpose appliances, application-specific integrated circuits (ASICs), network PCs, minicomputers, mainframe computers, distributed computing environments that include any of the above systems or devices, and the like.

Processor-Readable Media

An implementation of an exemplary self-describing artifact architecture may be stored on or transmitted across some form of processor-readable media. Processor-readable media may be any available media that may be accessed by a computer. By way of example, processor-readable media may comprise, but is not limited to, "computer storage media" and "communications media."

"Computer storage media" include volatile and non-volatile, removable and non-removable media implemented in any method or technology for storage of information such as computer readable instructions, data structures, program modules, or other data. Computer storage media includes, but is not limited to, RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM, digital versatile disks (DVD) or other optical storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices, or any other medium which may be used to store the desired information and which may be accessed by a computer.

"Communication media" typically embodies processor-readable instructions, data structures, program modules, or other data in a modulated data signal, such as carrier wave or other transport mechanism. Communication media also includes any information delivery media.

CONCLUSION

The techniques, described herein, may be implemented in many ways, including (but not limited to) program modules, general- and special-purpose computing systems, network servers and equipment, dedicated electronics and hardware, and as part of one or more computer networks. The techniques, described herein, may be implemented, for example, on a computer system depicted in FIG. **7**. More particularly, these techniques may be implemented, for example, by an operating system on a computer system depicted in FIG. **7**.

Although the one or more above-described implementations have been described in language specific to structural features and/or methodological steps, it is to be understood that other implementations may be practiced without the specific features or steps described. Rather, the specific features and steps are disclosed as preferred forms of one or more implementations.

The invention claimed is:

1. A computing system comprising:

a processor configured to execute processor-executable instructions; a memory coupled to the processor; and a storage sub-system coupled to the processor and configured to persistently save multiple self-describing software artifacts, wherein each software artifact comprises an offline manifestation of an executable entity, wherein each executable entity is one of: a process, an applica-